

⚠ WARNING: CHOKING HAZARD SMALL PARTS. NOT FOR CHILDREN UNDER 3 YRS.

Welcome!



¡Bienvenidos!



## THE GAME OF BOLD BIDS AND BIGGER BLUFFS

### OVERVIEW

**MiA!** is played one player at a time, each roll is a **secret**, each claim is a **gamble**, and the only thing the table knows for sure is that someone, eventually, is **lying**.

### HOW IT WORKS

Be the last player remaining. Collect **5 strikes**, and you're **eliminated**.

2+ players

2 dice + 1 cup

One player at a time, sequentially around the table.

You roll both dice under your cup. Hide the result.

**State the roll to your opponent.**

Maybe you tell the truth... **maybe you don't.**

With the current claim, the next player **rolls**:

If your actual roll meets or beats the previous claim, you **can** state it honestly.

If your roll does not beat the previous claim, **you must bluff.**

Around and around it goes, the numbers climb until someone in the game decides they've **heard enough and challenges** the player's claim.

### CHALLENGING

The next player may challenge the current roll. The cup is lifted to reveal **the truth**.

Bluff caught: **Bluffer takes a strike, challenger rolls.**

Challenge wrong: **Challenger takes a strike and passes the cup.**

### MiA!

If you roll **21**, you may immediately declare **"MiA!"** The next player can still roll **MiA!**, creating a chain until someone is challenged.

@MiA.DiceGame - MiADiceGame.com



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# MiA!

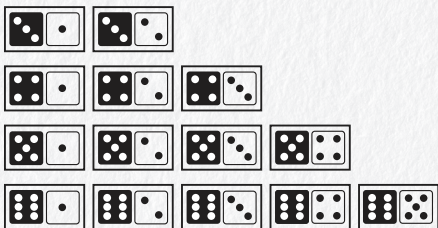
"The Dice Never Lie!"

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## THE HIERARCHY

**Non-doubles:** lowest to highest. **The order matters.** (always state the higher number first)



**Doubles:** any double beats anything above, then **lowest to highest.**



**MiA! - 21 - Beats everything!**



## THE SPIRIT OF THE GAME

**MiA!** rewards patience, punishes greed, and never forgets a good story. It's the game where the quietest player at the table can walk away with the win, where a ridiculous claim somehow goes unchallenged, and where someone inevitably says *"There's no way that's true"* right before taking their **fifth strike**.

So roll your dice. Hide them well. **And remember:**

## THE DICE NEVER LIE.

The players, however, **are under no such obligation.**



MiaDiceGame.com

